

# MICROGRIMOIRE #01

FOUR NEW SPELLS FOR YOUR PLAYERS AND NPCs



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This first issue of MicroGrimoire introduces four new spells with no particular theme. How readily-available these spells are is up to your DM.

## SPELL LIST

The following spell list shows which of the new spells are for a class.

### ARTIFICER SPELLS

#### 1ST LEVEL

*Spectral Tool Kit*

#### 2ND LEVEL

*Muffle*

### BARD SPELLS

#### 1ST LEVEL

*Spectral Tool Kit*

#### 2ND LEVEL

*Muffle*

#### 6TH LEVEL

*Skeletal Visage*

### CLERIC SPELLS

#### 1ST LEVEL

*Dark Stasis*

### DRUID SPELLS

#### 2ND LEVEL

*Muffle*

### RANGER SPELLS

#### 2ND LEVEL

*Muffle*

### SORCERER SPELLS

#### 1ST LEVEL

*Dark Stasis*

#### 2ND LEVEL

*Muffle*

### WARLOCK SPELLS

#### 1ST LEVEL

*Dark Stasis*

#### 2ND LEVEL

*Muffle*

#### 6TH LEVEL

*Skeletal Visage*

### WIZARD SPELLS

#### 1ST LEVEL

*Dark Visage*

*Spectral Tool Kit*

#### 2ND LEVEL

*Muffle*

#### 6TH LEVEL

*Skeletal Visage*

## SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

### DARK STASIS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Dark energy erupts around a creature you can see in range. The target must succeed on a Constitution saving throw or take 2d8 necrotic damage, or half as much damage on a successful one. On a failed save, the creature's move speed is reduced by 10 feet until the end of your next turn as the dark energy drains its momentum.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the movement speed penalty on a failed save is increased by 5 feet for each slot level above 1st.

### MUFFLE

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (wad of cotton or wool)

**Duration:** Concentration, up to 10 minutes

For the duration, your movements create no sound and your voice is never louder than a whisper. Perception checks made against you that rely on sound have disadvantage. You can still cast spells that require a verbal component.

### SKELETAL VISAGE

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, V, M (severed humanoid finger)

**Duration:** 1 hour

For the duration, your skin shrivels and all signs of life disappear from you. You are nearly indistinguishable from the undead and become immune to necrotic damage. You are unaffected by healing magic, and you have advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Persuasion) checks.

Undead with an Intelligence of 6 or lower believe you are one of them, and any other creature must succeed on a Wisdom (Insight) check against your Spell Save DC to realize that you are not undead.

### **SPECTRAL TOOL KIT**

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (1 cp, which the spell consumes)

**Duration:** 1 hour

You produce a spectral tool kit of your choice (PHB 154), with the exception of vehicles. The tools function like a normal set of tools, and you can only have one spectral tool kit in existence at once; casting this spell again before the duration ends makes the previously existing tool kit vanish in a puff of smoke.



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